

# SONIC

## THE COMIC

**FREE!**  
**BUTTON**  
**COVERS**

PLUS

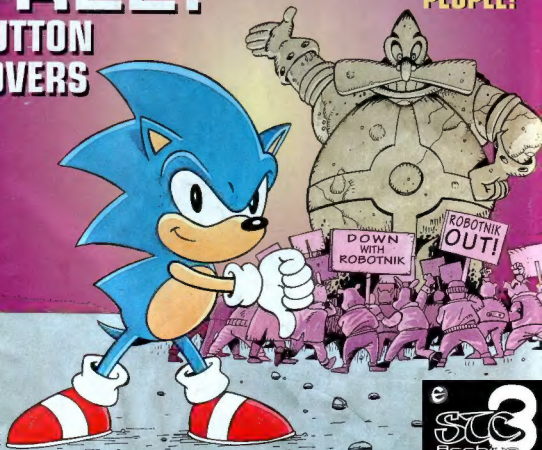
**KNUCKLES!**

**SHINING FORCE**

NEW  
**SONIC**  
STORIES

**HIDDEN  
DANGER!**

**VOICE  
OF THE  
PEOPLE!**



e  
**STC 3**  
Archives

# CONTROL

## ZONE



Hey, Boomers!

Are you wearing your FREE Kid's Corner Button Cover? Thanks to the folks at Muller, we can all button up (wish the-humes-who-think-they're-in-charge would!). Now for what's inside the cover of STC and on the menu screen...

For a start there's two brand new Sonic stories just itching to impress a tasteful hume like yourself! You're still demanding to see more of the cool blue one, so prepare for an uprising in the complete Sonic story, Voice of the People. Plus, there's Hidden Danger lurking in a brand new two part Sonic's World.

All is far from ship-shape between Knuckles and Captain Plunder in the Ghost Ship, plus there's outrage in the latest episode of Shining Force: The Curse of Zeon.

Back again to complement your turbo-charged Sega strips is the Review Zone. Anyone seen the computer generated 'Toy Story' film yet? Well, prepare for STC's Mega Drive Review, and as if that's not enough, the Q Zone screams ahead with Micro Machines '96.

Excuse me, Boomers, but I'm being distracted by loud noises coming from outside the office window. It's not even the humes returning from their lunch break - it's the 'Bring Back Porker' brigade protesting already! I wouldn't mind but he's only gone to the Floating Island! I'll have to go, Boomers, seeing as I'm the only calming influence there is around here! See you all in a fortnight when there'll be a favourite FREE gift for you - terrific Transfers.

*Megadroid*

## FEELING 3 IN 79!

Your favourite video game comic is 3 years old in just 2 issues time. No self respecting Boomer should miss this megatastic extravaganza - there'll be a FREE Sonic Spinner,

3 brand new stories (Return to the Miracle Planet, Tails and Sonic's World). Plus an Earthworm Jim II Q Zone, the chance to win one of many Sega T-shirts, plus loads more!

Now that's what I call an excuse for a celebration!

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CONSULTANT: RICHARD BOSTON  
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# SEGA

COMPILED BY  
KILLBUSH & THOMPSON  
ChartTrack

↑ up/down RE/NEW entry ● non mover

## MEGA DRIVE

- 1 ↑ SONIC AND KNUCKLES
- 2 ↓ FIFA SOCCER '96
- 3 ↑ MICKEY MANIA
- 4 ↓ MICRO MACHINES '96
- 5 ↑ SONIC THE HEDGEHOG 2
- 6 ↓ PREMIER MANAGER
- 7 ↑ ECCO 2: THE TIDES OF TIME
- 8 ↑ STREET RACER
- 9 ● MICRO MACHINES 2
- 10 ↓ PGA TOUR GOLF '96

## SATURN

- 1 ● SEGA RALLY
- 2 ● VIRTUA RACING 2
- 3 NEW SIM CITY 2000
- 4 NEW WING ARMS
- 5 ↓ FIFA SOCCER '96
- 6 ↓ WORMS
- 7 ↓ FIRESTORM: THUNDERHAWK 2
- 8 NEW HANG ON GP '95
- 9 ↓ VIRTUA COP
- 10 ↓ THEME PARK

## MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

## GAME GEAR

- 1 ● SONIC CHAOS
- 2 ● TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADY

# SONIC

THE HEDGEHOG

## Voice of the People

COMPLETE STORY

Script: NIGEL KITCHING

Art: RICHARD EASON

Lettering: ELITE D'VILLS

CITADEL ROBOTNIK THE NERVE CENTRE OF DOCTOR ROBOTNIK'S EVIL EMPIRE.

I WANT SONIC FOUND!

I HAVE PLANET MOBIUS COMPLETELY UNDER MY CONTROL. HOW CAN THAT CURSED HEDGEHOG ELUDE ME?

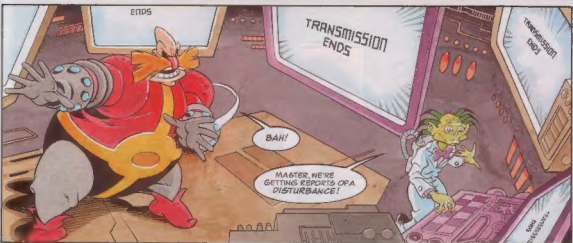
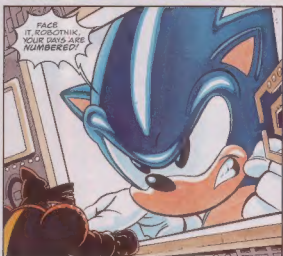
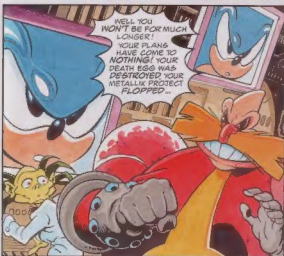
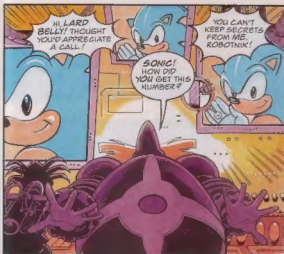
AND WHAT'S WORSE... HOW CAN HE HAVE HIDDEN THE ENTIRE POPULATION OF THE EMERALD HILL ZONE? \*

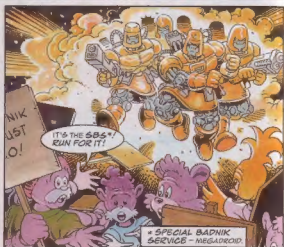
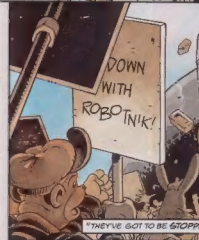
\* THEY'RE CURRENTLY LIVING PEACEFULLY ON THE FLOATING ISLAND - MEGADROID.

MASTER, SOMEONE IS TRYING TO MAKE CONTACT ON YOUR PRIVATE VIDEO-LINK NUMBER.

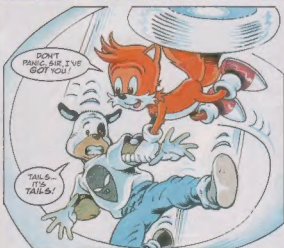
THEN PUT THEM THROUGH, YOU SNIVELLING IDIOT!

Y... YES, MASTER!

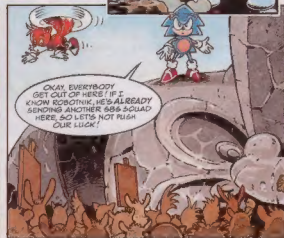
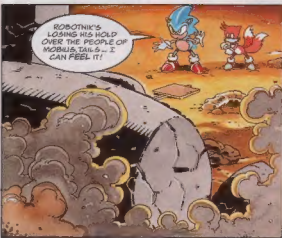
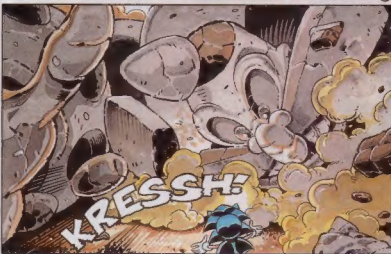




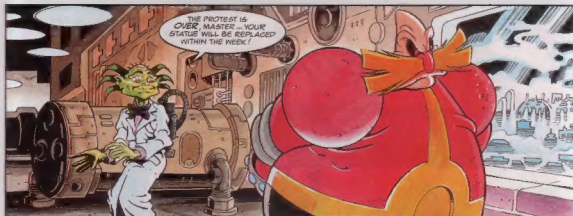










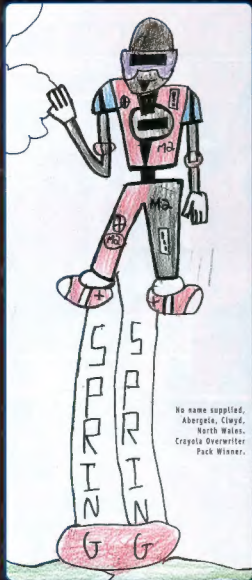


NEXT ISSUE: LIFE'S A GAS WITH AMY!

# FIT ZONE

SHOW US WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

What's happening, Boomers? Sonic and co (even Robotnik!) are shown here getting minds and bodies into shape ...





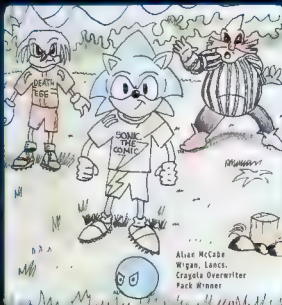
Oliver Howe,  
Reading, Berkshire.  
Crayola Overwriter  
Pack Winner



Michele Roberts  
St. Anne's  
Bristol...  
MD owner.  
Crayola Overwriter  
Pack Winner.



Warren Jones, Moray, Scotland.  
Crayola Overwriter Pack Winner.



Alian McCabe  
Wigan, Lancs.  
Crayola Overwriter  
Pack Winner

... come up with your own idea.

Include your name and address, preferably written in capital letters on the back of the page.

Send artwork to:  
GRAPHIC ZONE, SONIC THE COMIC,  
10-11 TAVENSTOCK PLACE, LONDON, W1V 2ND.

EACH ARTIST/MINI  
WHO GETS THEIR  
HANDWORK PRINTED  
IN SEC WILL RECEIVE  
A PACK OF CRAYOLA  
OVERWRITER



**CAPTAIN PLUNDER**  
is in with the PC COLONEL  
TANTARAGOR IDOL

AND SO A 'JOYFUL  
PLUNDER' SHUCK  
IN A REMOTE PART  
OF MOBIUS  
KNOWN AS SCOURGE  
BAY, KNUCKLES  
IS BEING REWARDED  
FOR HIS HELP

IT'S  
TRUE

THIS  
TRUNK IS FULL  
OF ANCIENT  
DOCUMENTS ABOUT  
THE FLOATING  
ISLAND!

MAYBE  
SOMEWHERE  
HERE'S THE SECRET  
OF MY MISSING  
PEOPLE!

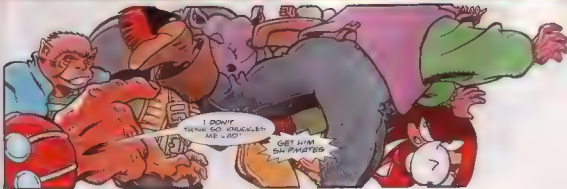
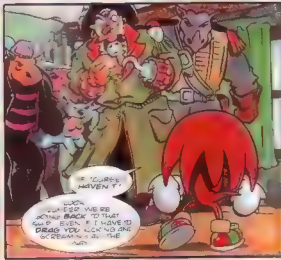
WELL, LAD  
I GOT ME IDOL AND  
NOW YOU'VE GOT WHAT  
YOU WANTED. I S'POSE  
THIS IS WHERE WE PART  
COMPANY?

I'LL  
JUST USE THE IDOL  
TO TRANSPORT YOU BACK  
TO THE FLOATING  
ISLAND

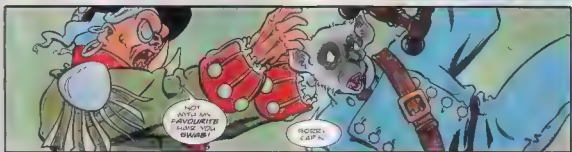
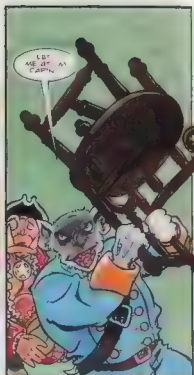
HEY,  
NOT SO FAST,  
PLUNDER

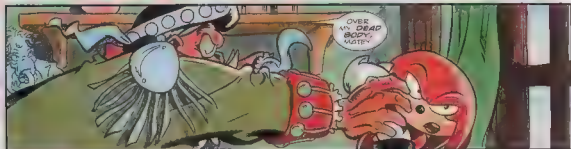
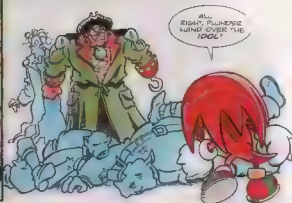
# **KNUCKLES** The **GHOST SHIP**

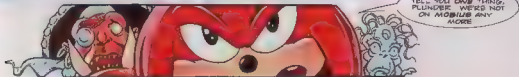
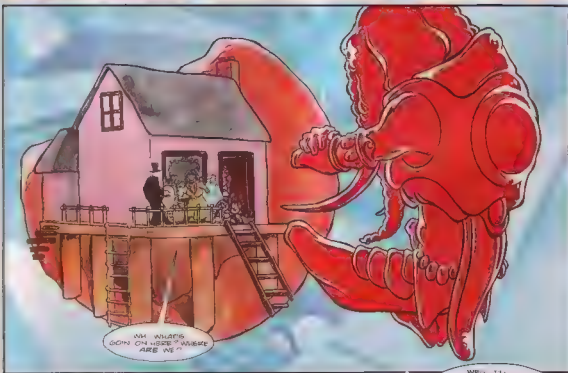
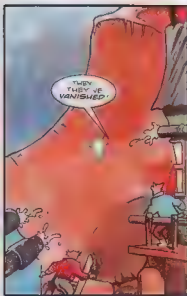
Written  
ARND BRONKHORST  
Art  
BRIAN KOPPELMAN  
Lettering  
KEITH FELL











# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM  
UNDER 40 = YAWNVILLE

40-70 = NORMALSVILLE  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## TOY STORY

Reviewed by Dave Karger



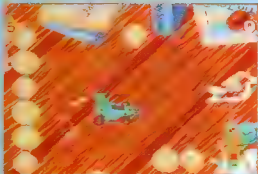
GAME TYPE: PLATFORM  
PLAYERS: 1

PUBLISHER: SEGA  
PRICE: £44.99

*Toy Story*, the film that shows toys coming alive, is set to become the first motion picture animated entirely by computer technology. This cool use of technology has also been put to good use by Sega, who have used code from the movie animation to directly produce a computer game tie-in.

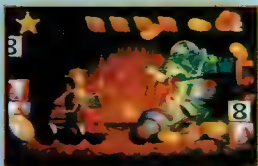
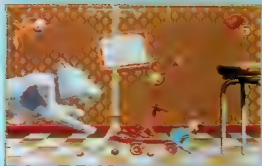
*Toy Story*, the game, is a 32 Meg/platform/driving/flying 3-D extravaganza. It closely sticks to the film's plot in that you play Woody, the cowboy, who becomes jealous when a brand new toy is bought for seven year old Andy. Andy has his pick of cool toys: a T-Rex here, a Mr Potato Head there, but the new toy, Space Ranger Buzz Lightyear, is so sophisticated that all the other toys feel they will never be played with again (all say ahhh!). Woody decides to battle it out with Buzz, and over 18 different levels you take on that challenge, armed with only a lasso.

The graphics



and animation are exceptional for the Mega Drive. The realistic movement of characters is the best yet on this machine. Parts of other games have also been mixed into the different levels. When Woody races





around in a remote controlled car, shades of *Micro Machines* spring to mind. Another racing level is obviously inspired by *Super Mario Kart*, plus there is also a Doom-style scenario for one of the levels.

This is a slickly presented game with much attention to detail. Avoiding hazards such as falling hot dogs and French fries (whilst disguised as a milkshake on the Pizza Planet level) is great fun! Likewise, being chased by a mad giant dog that looks as if it is a real video clip makes this an original game to play.

However, experienced gamers may find *Toy Story* too easy. Some of the levels are quite short and the tasks needed to complete them are not



that difficult. In addition, a few of the levels are very similar, making some screens seem very routine, despite the nice graphics. As long as there are new cutting edge games like this on the Mega Drive, it proves that there is life in the old machine yet. Maybe future games will even improve upon this.



**FINAL COUNTDOWN**

<b>RAVES</b> Great graphics, animation and gameplay.		<b>GRAPHICS</b> 90
<b>GRAVES</b> Similarity between levels and quite easy to conquer.		<b>SOUND</b> 80
		<b>PLAYABILITY</b> 70
		<b>OVERALL</b> 80



# SHINING FORCE

THE CURSE  
OF ZEON

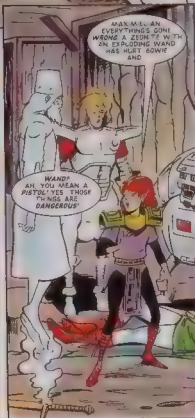
THE SHINING FORCE'S MISSION TO STOP BARON KADAVAR IN HIS ATTEMPT TO FREE ZEON FROM THE ABYSS APPEARS TO HAVE ENDED IN TRAGEDY

TAYA  
YOUR MAGICAL  
HEALING POWERS  
ARE YOU ABLE  
TO

THERE'S  
NOTHING CAN DO  
CHESTER NOW IT'S  
DYING



LOOK IT'S  
MAX! HE'S  
CONTACTING US  
THROUGH THE  
SWORD AGAIN

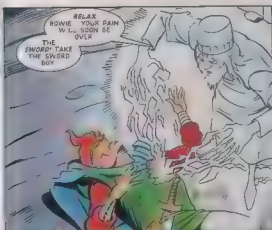


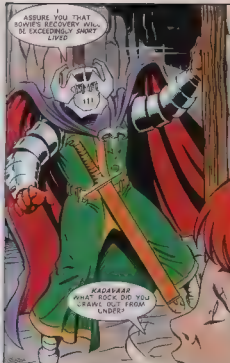
MAX! M-L AN  
EVERYTHING'S GONE  
WRONG A ZEONITE WITH  
AN EXPLODING WAND  
HAS HURT ROWIE AND

WAND?  
AM YOU MEAN A  
PISTOL? YES THOSE  
THINGS ARE  
DANGEROUS!



GIVE ME  
SOME ROOM WHILE  
TAKE A LOOK AT THE  
BOY





ASSURE YOU THAT  
BOWIE'S RECOVERY WILL  
BE EXCEEDINGLY SHORT  
LIVED

KADAVAR  
WHAT ROCK DID YOU  
CRAWL OUT FROM  
UNDER?



BEFORE I  
DESTROY YOU JUST  
WANT TO TELL YOU  
THAT YOU'RE TOO  
LATE!

THIS IS MY  
FIGHT! IT'S TAIL  
DID SOMETHING  
USEFUL!



YOU  
SEE WE FOUND  
THE MYSTICAL  
DEVIL WE WERE  
LOOKING FOR IN THIS  
ARCHAEOLOGICAL  
DIG!

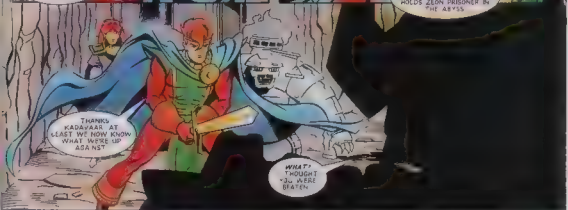


UNNN

AND  
WE HAVE  
ALREADY SECRETLY  
MOVED IT TO THE  
ANCIENT TOWER  
ON GRANSEAL  
ISLAND

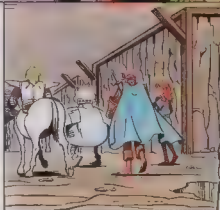


THE  
ANCIENT DEVIL  
CONTAINS ASTOUNDING  
MAGICAL POWER CALLED  
NUCLEAR  
EXPLOSION  
POWER  
ENOUGH TO EASILY  
DESTROY THE SEAL WHICH  
HOLDS ZEON PRISONER IN  
THE ABYSS



THANKS  
KADAVAR AT  
LAST WE NOW KNOW  
WHAT WE'RE UP  
AGAINST

WHAT?  
THOUGHT  
YOU WERE  
DEAD!



MEANWHILE ON GRANSEAL ISLAND



THE DOORS JAMMED SHUT AGAIN. IT MUST BE SECURED ON THE OTHER SIDE.

YOU YDZ. WHY THERE'S SOMEBODY INSIDE THE TOWER?

YES, PROBABLY FOLLOWERS OF ZEON.

BUT NOTHING CAN BREAK THE SEAL WHICH HOLDS THAT MONSTER PRISONER IN THE ABYSS. HOPE.

YOU'RE RIGHT, ERIK. THIS DOOR HAS BEEN FORCED OPEN.



MEANWHILE AT THE TOP OF THE TOWER



SOON THIS SEAL WILL BE BROKEN. ONCE MORE ZEON WILL RETURN TO THIS WORLD!

THE SORCERY BEGINS! FIRST THE SACRED RITUAL. THE ANCIENT TEXTS CALL COUNT-DOWN.

SOON WE WILL WITNESS THE CASTING OF THE SPELL KNOWN AS DETONATION!



NEXT ISSUE: THE BIG BANG THEORY!





# Q ZONE

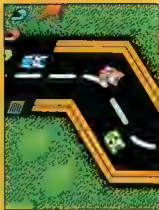
**Q IS FOR QUESTION.**

**Q IS FOR QUERY.**

**Q IS FOR QUANDARY.**

IF YOU WANT TO ENTER THE Q ZONE FOR QUITS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 WORKSTOCK PLACE, LONDON, WC1H 9SU.



## MICRO MACHINES 96

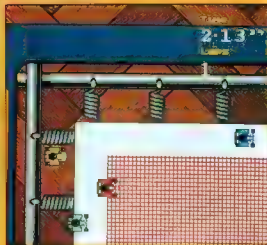


MEGA  
DRIVE

James Hirsted of A ton in Hampshire, sure is a massive Micro Machines fan. And why not? The game that brought us cool cars racing around beaches and picnic tables, darned well puts the play in playab... it.



By completing any of the tournaments within the one-player game, a new track in the multi-player



two additional racing circuits. Now, you too can get racing on these extra tracks, even if you drive as slow as a tortoise moves. When entering your driver's name, try typing in the words **GUFDON, HORDON, NODROG** and **ALCHIE**. These pass-words will allow you to skip on to new and better tracks.

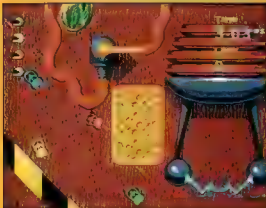
### PLAYING TIPS

#### 1. STARTS

Press the acceleration button on the second of the three beeps you hear at the start. This will allow the best revs to enable a fast getaway.

#### 2. SHORT CUTS

Most tracks have short cuts, so find them and use them when racing. Remember though, too much of a short cut can make your car explode.



### 3. LEAPS 'N' BOUNDS

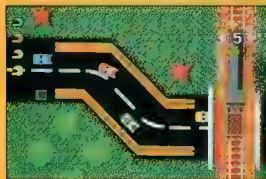
Aim your jumps in a straight line. This will prevent landing at a bad angle, where you may get caught up in an obstacle or even explode. Also, if you miss a jump, don't bother reversing for it. Drive straight off the table and your vehicle will be re-set at a correct distance in line with the jump.

### 4. QUALIFICATIONS

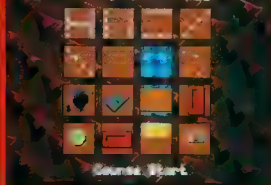
Remember that except for the final race of the Challenge Competition, you only need to finish second to qualify for the next round. This is true for league competitions too. You don't have to win every race to be champion - aiming to finish second is sometimes a tactical bet.

### 5. BRAKING

Use brakes on tight corners or take your finger off the acceleration button when approaching them. When in multi-player mode, do not drive directly behind another driver as this will give them the opportunity of reversing into you.



### 4 to Edit Map 5 to Change Block



Alternatively, reverse into drivers when you are in front. When near a jump, this can cause them to fluff it and on a straight this is a useful way of gaining points.

### 6. HEAD TO HEAD

The winner of these three lap races is the one with the most bonus points, so win it on points. Do this by barging opponents near any steep edges or when you are nearly a screen ahead, just accelerate quickly in a straight line and you will get points for being a screen away.



### 7. HAZARDS

Use any solid objects that are on the bends of certain courses to help propel you around the corner. You won't even have to slow down. Always look out for landmarks that indicate when corners are coming up. Finally, if you get to play the bonus maze game, study the diagram of the maze carefully as this tells you where the bonus car is located.

NEXT ISSUE: SUPER SKIDMARKS AND STREET RACER.

**SONIC'S WORLD**  
**Hidden Danger**

A PEACEFUL SCENE IN THE TROPICAL JUNGLE ZONE



BUT NOT FOR LONG



WILDEST  
HURRICANE  
I EVER SAW

THAT'S  
NOTHING TO DO WITH  
THE WEATHER. MY GUESS  
IS DOCTOR ROBOTNIK'S  
BEHIND IT!



GOOD GUESS!

HANDLING  
GOOD WORK,  
BUT HERE! YOUR NEW  
CREATION IS  
MOST EFFECTIVE!

WELL  
YOU COULD  
SAY IT'S A  
SMASH HIT  
5.2!

ONLY  
IF I GET  
DESPERATE

THIS NEW  
WEAPON IS UNBEATABLE!  
UNLIKE THE SKUNK WE  
UNLEASHED ON THE UNDER-  
GROUND ZONE  
PEASANTS! 3

HEH, HEH  
WE HAVE ADVANCED  
TO FAR SINCE THEN  
F SONIC INTERESTED,  
HE WON'T KNOW WHAT  
HE'S UP TO

SEE STC PG 6 ODDER ZONE MASHED

A FEW HOURS LATER

LOOKS  
LIKE YOU GUYS HAD  
A WILD PARTY AND  
FORGOT TO INVITE  
ME!

SONIC  
THANK GOOD  
NESS YOU'RE  
HERE

SOMETHING  
WE COULD NOT SEE  
TORE  
OUR VILLAGE APART! THERE  
ARE EVIL MAGICAL FORCES  
AT WORK IN THIS  
JUNGLE

COOL I  
BUDDY! THE ONLY  
THING THATS MAGIC  
AROUND HERE IS MY  
PERSONALITY!

C'MON  
TADS LETS SEE  
WHAT IS CAUSING

RIGHT  
BEHIND YOU  
SONIC



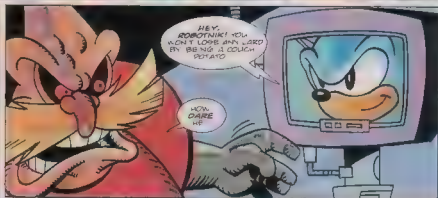
WHATEVER'S  
OUT HERE ALSO  
BE GETTING  
STRONG!

YEAH  
IT'S WORTH  
REMEMBERING THAT  
THE BIGGER THEY ARE  
THE HARDER THEY  
FALL!



LOOK  
T-6 ONE OF  
ROBOTNIK'S SPY  
CAMERAS!

WAAA  
HOPE HE'S  
WATCHING



HEY,  
ROBOTNIK! YOU  
WON'T LOVE ANY MORE  
BY BEING A COUGH  
POTATO

HOW  
DARE  
HE



LAUGH  
T-6 OFF  
SPIKEBALL!

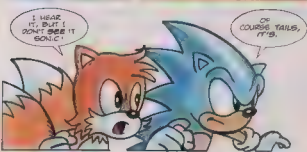


W-UP  
SOMETHING  
BIG IS  
COMING TO US  
WAY!

THOO!

CRASH!

OKAY,  
TAILS. AS SOON  
AS I SHOW I'M  
LAUNCHING INTO A  
SUPER SPIN  
ATTACK!



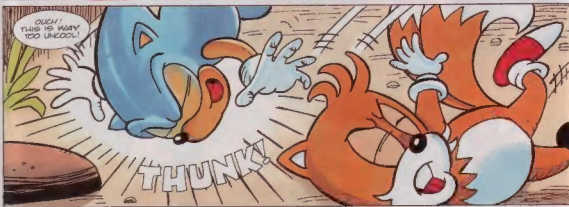
I HEAR  
IT, BUT I  
DON'T SEE IT  
SONIC!

OF  
COURSE TAILS,  
IT'S.

CRACK!

CRASH!







NEXT ISSUE: THE ROBOT REVEALED!



# SPEED LINES

EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 8SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Amy  
(look out for  
her in next  
issue's Sonic  
story)

Allison Hedley, Rowlands Gill, Tyne & Wear.  
MD owner.  
Sonic & Knuckles Camera Winner.

## CHANGE OF CHART!

Dear Megadroid,

Why don't you show more than four Sega machines in the Charts? How about the Saturn? Jamie Mactulloch-Gair, Stoke-on-Trent, Staffs.  
Sonic & Knuckles Camera Winner.

Check out the new charts in the Control Zone, Jamie.  
Compiled by Chart-Track,  
it now includes the top 10 Saturn games.



## MICROCHIP OFF THE OLD BLOCK!

Dear Megadroid,

Zynk the robot in Shining Force bears a remarkable resemblance to your old self. Is he related to you by any chance?

Stuart Beck, Grantham, Lincs.

GG/MD/MS owner.

Sonic & Knuckles Camera Winner.



Less of the 'old' self if you don't mind, Stu.  
You humes can't tell one robot from another, but may I remind you that I am truly unique!



Send your e-mail  
messages to:



[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal) address if you want to win a prize!

**EVERYTHING PRINTED IN  
SPEEDLINES WINS A  
SENSATIONAL  
SEGA SONIC & KNUCKLES  
DISPOSABLE CAMERA,  
COMPLETE WITH 27 FULL-  
COLOUR FUJI EXPOSURES.**



Jonathan Agbanlan,  
Warrington,  
Cheshire.  
MD owner.  
Sonic & Knuckles  
Camera Winner.

Earthworm Jim  
prepares for  
Q Zone action  
in STC 79.

## DOCTOR NO!

Dear Megadroid,

I think it's about time that Doctor Robotnik did something about his weight. Maybe if you told him he was beginning to look as fat as Mr Blobby, it might spur him on to refuse some food!

Jack Davies, Worthing, W Sussex.  
MD owner.

Sonic & Knuckles Camera Winner.



Haven't you noticed him exercising in this issue's Fit Zone, Jack?

# NEXT ISSUE

## FREE!

**STC TRANSFERS!**



**SONIC!**  
PLASMA!

**SONIC'S WORLD!**  
STICKY END?

**KNUCKLES!**  
TRINKET TREK!

**SHINING FORCE!**  
BLOW OUT!

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# DATA STRIP

**I'VE BEEN READING  
STC SINCE ...**

ISSUE

**MY FAVOURITE**

FILM/VIDEO IS .....

BAND/SINGER IS .....

**MY SEGA SYSTEM ...**

TICK-

GG ☐ MCD ☐ MD ☐  
MM ☐ MS ☐ 32X ☐  
SATURN ☐

**SEGA GAME INTO STRIP!**

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.

**THIS ISSUE'S  
MEGA HITS!**

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

**YOUR RATING FOR ISSUE 77**



%



Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.